

IT'S NEW! IT'S FAST! IT'S HOT! IT'S...

No.2 12th JUNE 1993  
Every Fortnight

Britain's  
**OFFICIAL**  
**SEGA**  
COMIC

# Sonic

the comic

95p

starring

THE WORLD'S FASTEST  
**BLUE HEDGEHOG!**

**NEW**  
**THIS ISSUE!**

**WONDER BOY**

in the deadliest world yet!

**PLUS**  
**SHINOBI &**  
**GOLDEN AKE**

**FREE!**

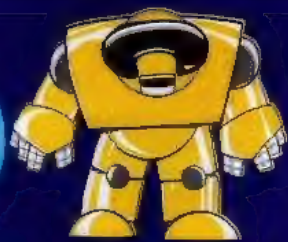
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**Exclusive Sonic**  
**The Comic badge!**

**NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!**



# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

HEY, BOOMERS!

What? Two weeks gone by already? Guess it must have because it's time to welcome you to the second totally sensational issue of **SONIC THE COMIC**.

With the dust still settling on our astounding launch issue, me and the humes round here (who think they're in charge) have been working flat out to make this issue even better.

For a kick-off there's your free **STC** badge, exclusive to Sonic Boomers everywhere. Pin it on your chest, it's a fashion statement of the highest order!

Then we have the start of a brand-new comic strip - **WONDER BOY**. You've played the games on the Mega Drive and Master System, now join Shion The Wonder Boy in an all-new adventure as he prepares to enter Demon World!

OK, free badge, new series - what else? Only the best line-up of Sega-powered comic strips and features ever packed between two covers, that's what.

If all that wasn't enough I need your help. Come on, Boomers, **STC** needs your input in all sorts of ways: High scores, letters, drawings, hints, tips, competition entries and, most importantly, suggestions for games worthy of being turned into pulse-racing **STC** comic strips. It all has to come from you. Get writing - or use the **STC Data Strip** inside the back cover.

Before that, however, don't forget to order the next Segasational issue of **Sonic The Comic** - with your free double-sided Sonic poster! No, don't thank me. I'm only doing what I do best.

*Megadroid*

## Racing to the Future

Damon Hill, Formula 1 racing ace, talks to **STC**

As if belting round the world's toughest motor racing circuits at speeds in excess of 180 miles per hour wasn't exciting enough, Damon Hill is a bit of a video game fan. Hill, racing partner to Alain Prost in the all-conquering, Sega-sponsored Williams Formula 1 team, is rapidly making a name for himself in the 1993 Grand Prix season. At the recent Sega UK Challenge (where Damon presented the prizes) he took a few moments out of his hectic schedule to talk exclusively to **Sonic The Comic**.

You'd think the lightning-fast reflexes needed for driving a high-performance racing car would help with video games. Not according to Damon.

"The reverse is more often true," he told us. "In fact the future generations of motor racing drivers could find it helps to have been a good games player. Anything you can do that speeds up reactions will help in racing."

What about all these motor racing games available on Sega and other systems? How do they compare to the real thing?

"Well, it doesn't cost so much when you make a mistake, like piling your car into a track barrier!"

Said point. But how do they handle?

"The concentration you need is not any less than the real thing."

Damon told us. So remember that when you're next revving up **Super Monaco Grand Prix** on the Mega Drive!

Damon and the whole Williams team are very pleased to have Sega as one of their prime sponsors. In fact, the appearance of a certain spiky blue hedgehog in the Williams pits has sparked off a new rivalry with their 'arch-enemies' in the McLaren team. Whenever McLaren beats Williams in a race a squashed hedgehog symbol is painted on their cars. But whenever Williams win their cars sport a skull and crossbones!



Damon Hill at the wheel of a Sega Game Gear

## The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up
 down
 mover
 new entry
 re-entry

### MEGA DRIVE

- 1 **SUPER KICK-OFF**
- 2 **PGA TOUR GOLF 2**
- 3 **TINY TOONS: BUSTER'S TREASURE**
- 4 **ANOTHER WORLD**
- 5 **ECCO THE DOLPHIN**
- 6 **STREETS OF RAGE 2**
- 7 **ROAD RASH 2**
- 8 **SONIC THE HEDGEHOG 2**
- 9 **DESERT STRIKE**
- 10 **LEMMINGS**

### MASTER SYSTEM

- 1 **MICKEY MOUSE 2**
- 2 **SONIC THE HEDGEHOG 2**
- 3 **LEMMINGS**
- 4 **THE NINJA**
- 5 **DARIUS 2**
- 6 **CALIFORNIA GAMES**
- 7 **TAZMANIA**
- 8 **DOUBLE DRAGON**
- 9 **WIMBLEDON TENNIS**
- 10 **TOM & JERRY**

### GAME GEAR

- 1 **SONIC THE HEDGEHOG 2**
- 2 **LEMMINGS**
- 3 **SUPER KICK OFF**
- 4 **ARIEL: THE LITTLE MERMAID**
- 5 **STREETS OF RAGE**
- 6 **TAZMANIA**
- 7 **CHUCK ROCK**
- 8 **BATMAN RETURNS**
- 9 **DONALD DUCK**
- 10 **AX BATTLER**

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**ROBOFOX**

THE GREEN  
HILL ZONE...

# Sonic

THE HEDGEHOG



TAILS?

HEY,  
TAILS?

I DON'T GET  
IT. WHERE'S  
EVERYONE  
GONE?

HEY YOU!  
WHAT'S  
GOING ON  
HERE?  
WHERE'S  
EVERY-  
BODY?

P-PLEASE... D-DON'T  
HURT ME.

I'LL DO ANYTHING  
YOU W-WANT.



GET A GRIP.  
I'M NOT GONNA  
HURT YOU.

I JUST GOT BACK  
FROM THE MARBLE  
ZONE. GOT SOME-  
THING FOR TAILS.

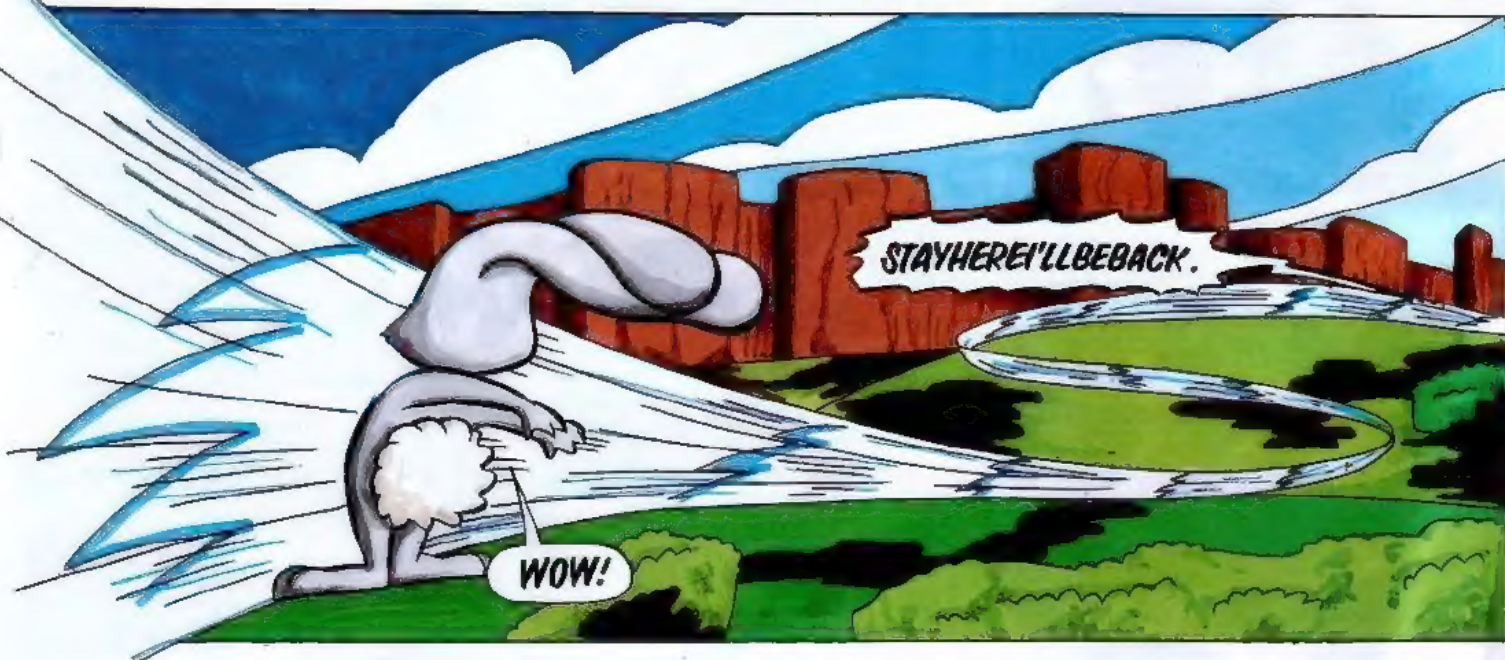
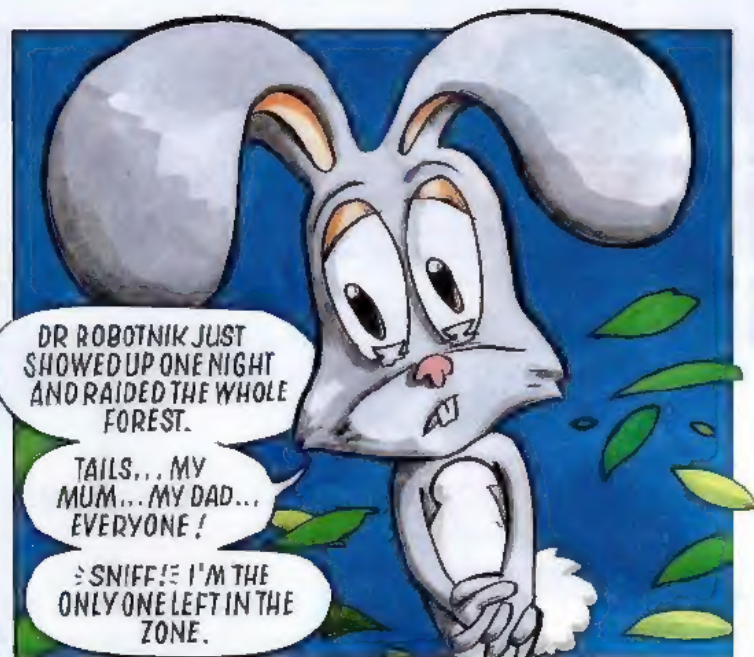


T-TAILS ISN'T  
HERE ANYMORE,  
MISTER.

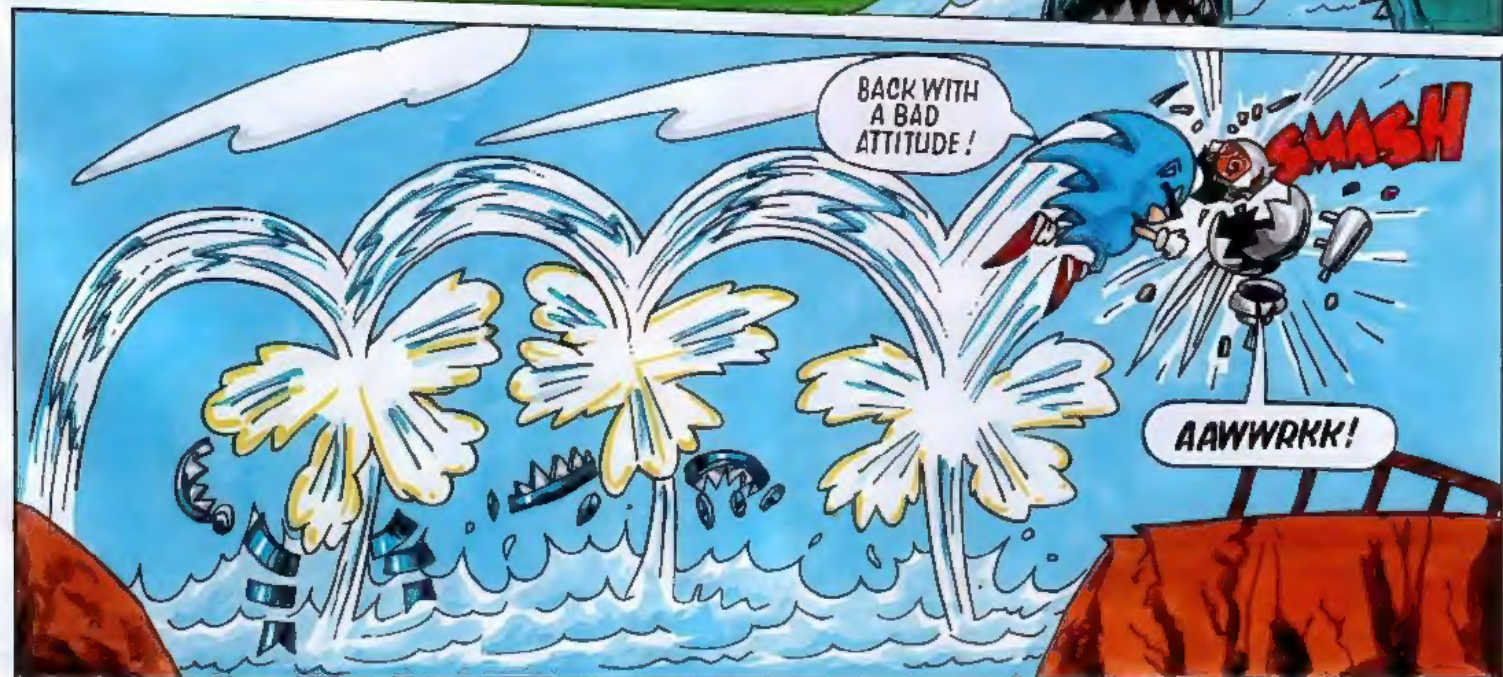
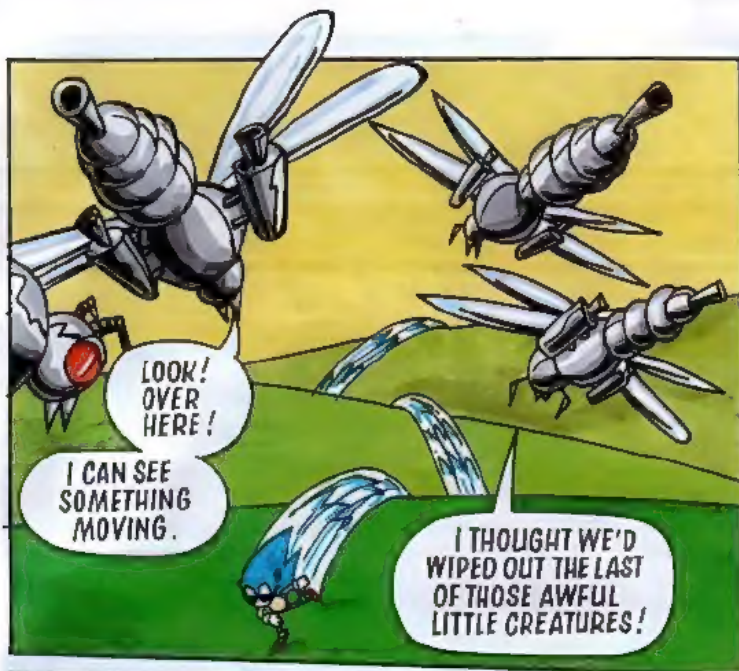
N-NOBODY  
IS.





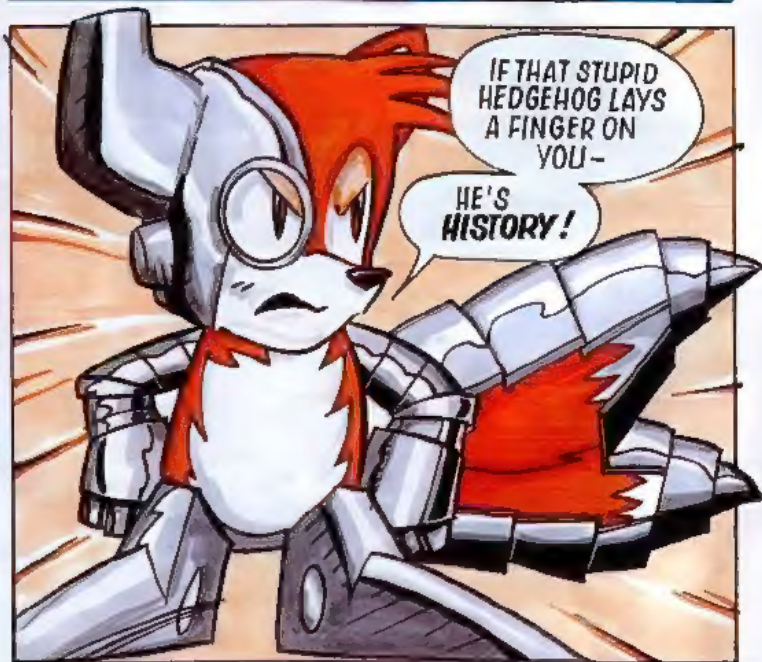
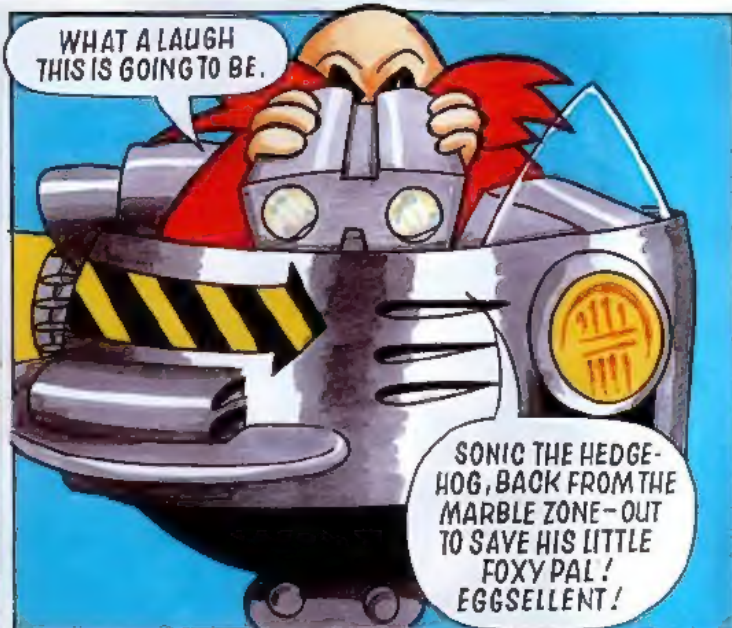
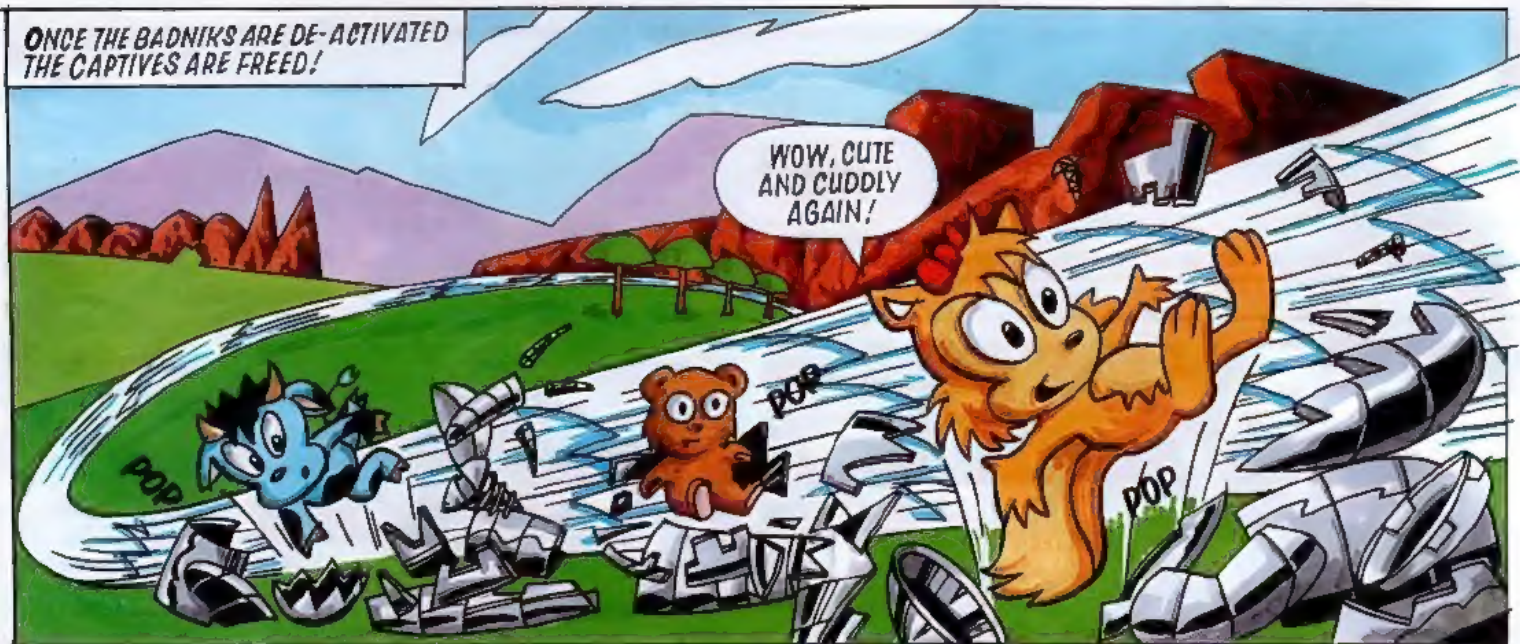




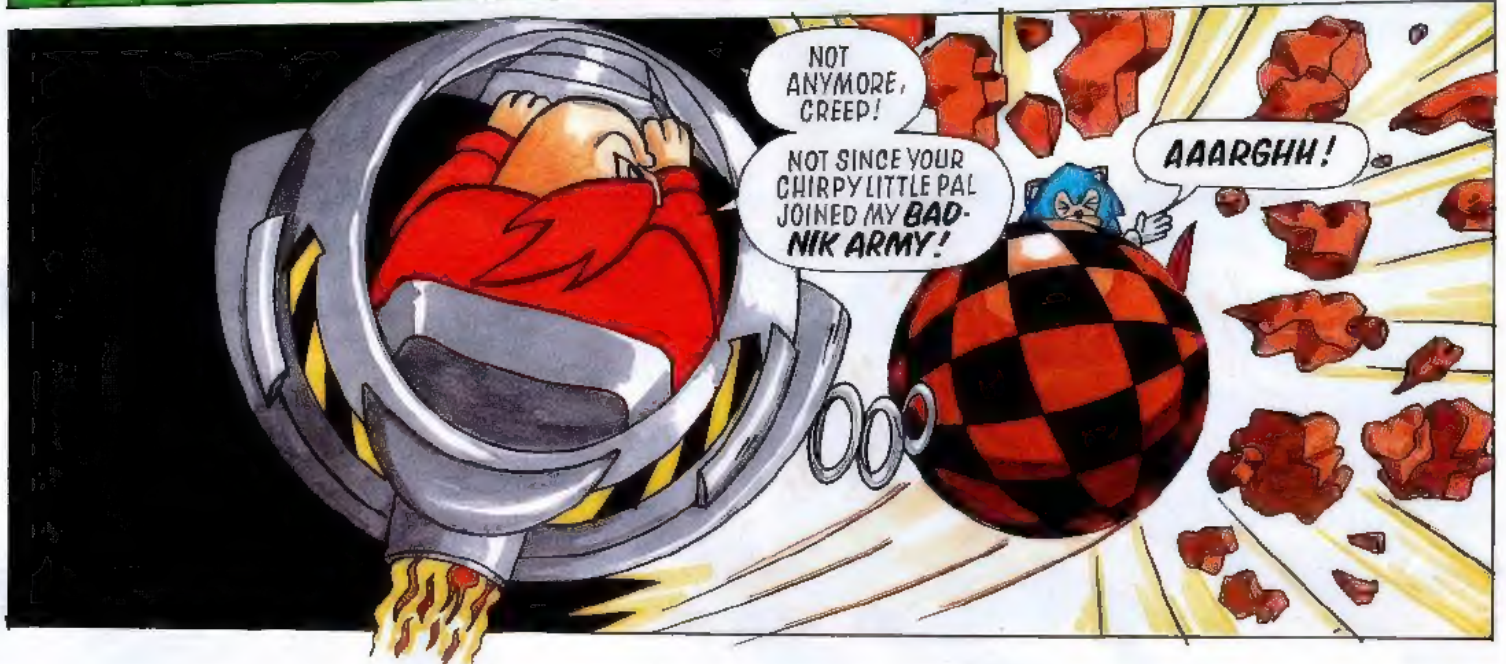
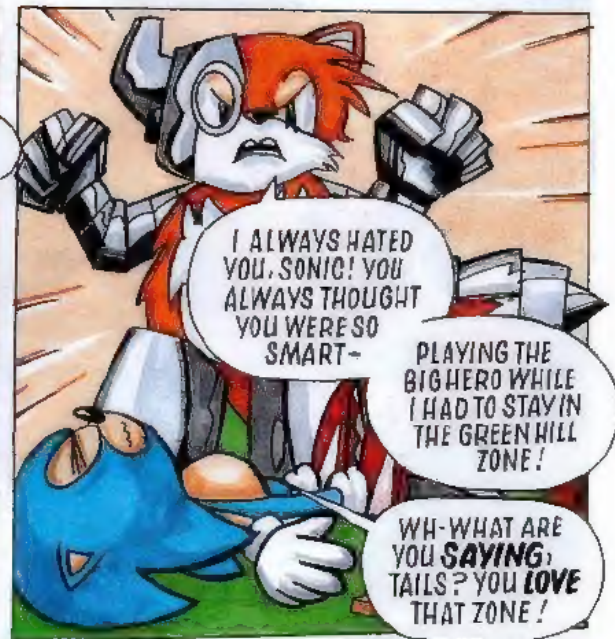
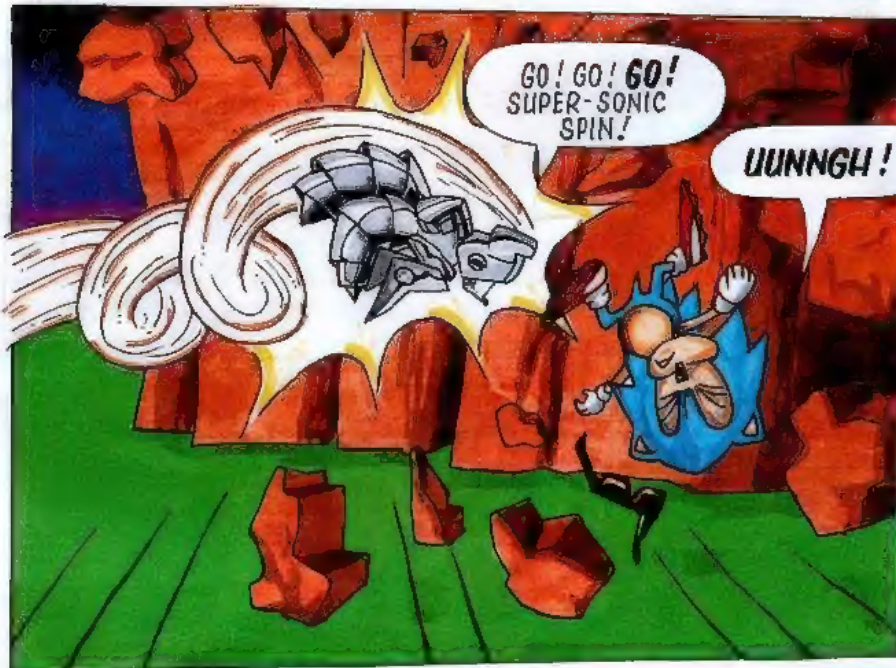
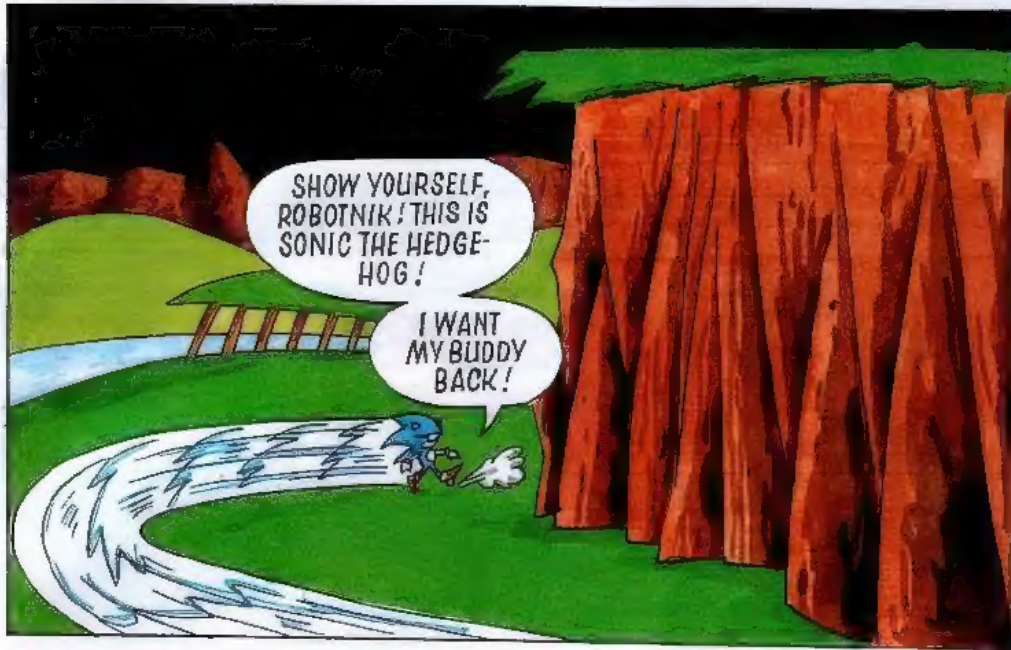




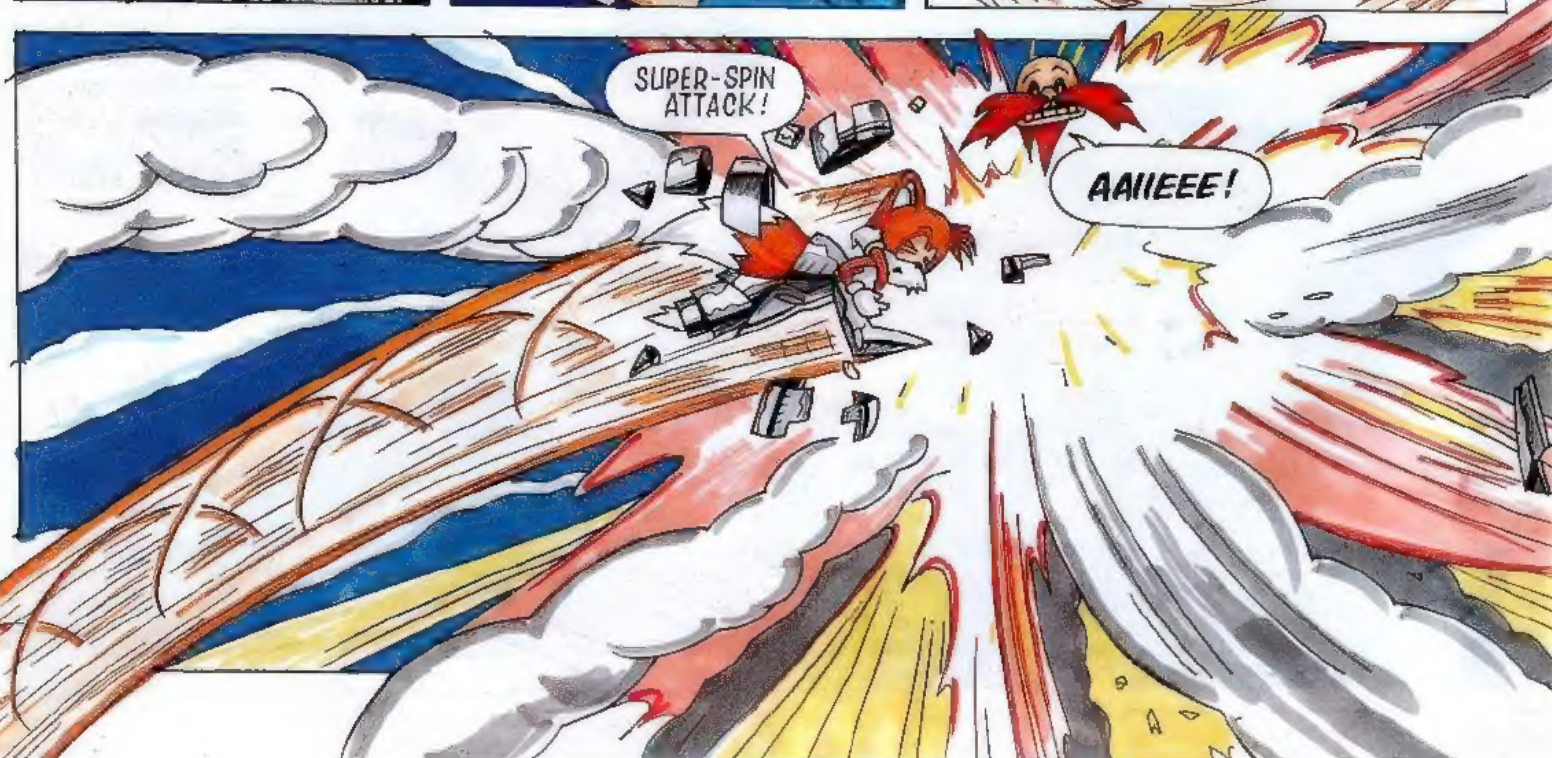
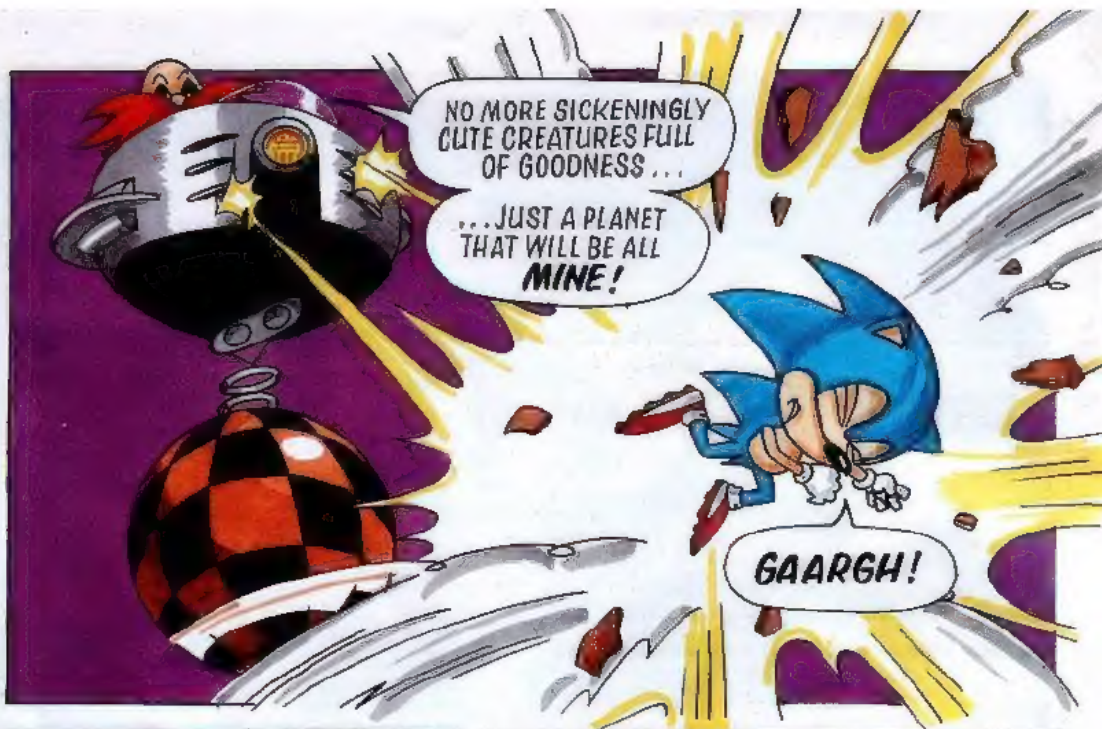
ONCE THE BADNIKS ARE DE-ACTIVATED  
THE CAPTIVES ARE FREED!



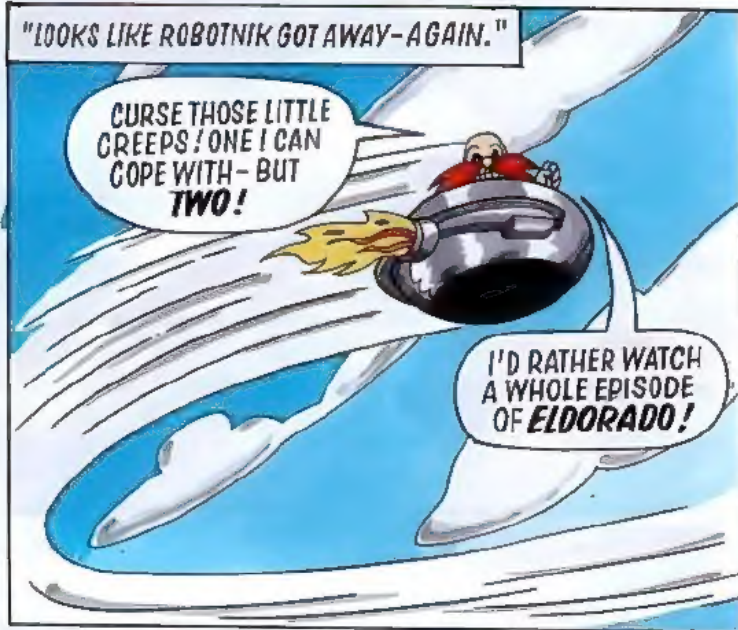














# REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems. **STC REVIEWERS THIS ISSUE:** Tony Takoushi, Richard Burton

## JUNGLE STRIKE

game type:  
**ADVENTURE**  
1 PLAYER



The hot follow-up to the mega-selling Desert Strike has arrived! **JUNGLE STRIKE** has all-new adventures and challenges to take you to new heights of thrill-power!

You, as the hero, have to take on the son of a desert madman who you destroyed in a previous adventure. The son has joined up with a South American drug baron to revenge his father's death.

The battle takes you to different terrains and you now have multiple craft to aid you. You get to fly a Comanche Attack Chopper, Stealth Fighter, Armed Attack Hovercraft and a Special Forces motorbike.

There are nine campaigns and over 50 missions to complete that take you from Washington DC to the South American jungles and rivers. You'll encounter snow, islands and jungle temples. To help you in battle there are 26 new weapons and much tougher gameplay. You have to pilot each craft over terrain and destroy the enemy using whatever weapons that are available or can be found.

Presentation has really been beefed up with the cartridge capacity doubled from 8 to 16 megs. There are digitised voices, sampled sounds, cinematic sequences and plenty of animated enemies to take out. - TT.



Mega Drive



Mega CD



Master System



Game Gear

## STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalsville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

## FAST FAX

PUBLISHER PRICE

ELECTRONIC ARTS £44.99

### GRAPHICS



### SOUND



### PLAYABILITY



### RAVES

Lots of challenges over 50 levels

### GRAVES

Graphics could be better

OVERALL

85%



## FINAL FIGHT

game type:  
**FIGHTING**  
1 - 2 PLAYERS



**FINAL FIGHT** is one of the first games to really show what the Mega CD can do for gaming.

The basic problem you first encounter in this game is that the Mayor's daughter - your sweetheart(!) - has been abducted by vicious hoods. There's nothing to do but invade the gangsters' hideout and battle the bad guys. Just to make matters worse the Mayor is under pressure to give in to the villains and let them run riot in the city - that or he never sees his daughter again.

The action takes place against a horizontally-scrolling backdrop where you have to defeat a set number of enemies before you can move on to the next section. There are power gauges to show your and the current attacking enemies' power. If your gauge hits zero then you lose one of your lives but continue on from your current position.

There are six stages to fight through and special bonus rounds to rack up those crucial extra points.

You can choose from three different players at game start; Cody, Guy or Haggar. Each one has their own attack style and special moves. There are also two player options.

Extra food, weapons and money can be picked up along the way by smashing background items like telephone booths and dustbins.

What really sets **FINAL FIGHT** apart from other fighting games is the superbly detailed graphics, great sampled sound and the heavy, heavy duty action around every corner. - TT.





# fast fax

PUBLISHER PRICE

~~\$29.99~~ ~~\$29.99~~

GRAPHICS



SOUND



PLAYABILITY



OVERALL

75%



Mega Drive owners who bought BATMAN RETURNS on cartridge may have been disappointed at the lack of playability. The Mega CD version is a whole new experience with extra levels and full-blown orchestrated music.

The basic platform game is still there but extra action scenes have been added featuring a car and the BatBoat, and, as already mentioned, the music has been completely redone.

The aim of the game is to thwart the evil Penguin by fighting your way through Gotham City. On the streets or in the sewers the action is hot although the playability is tame.

The Mega CD version, with masses of scaling and rotation effects, shows just how close this machine is getting to the arcade machines. The Batmobile driving stages are amazing. The buildings whiz by and the road effect is stunningly smooth. You have to ram, shoot or launch missiles to blow up other bikes, jeeps or cars and then face evil, end-of-level bosses who are really tough.

The presentational touches are excellent. The BatBoat sequence has you zooming along through underground caves facing humungous doors and bosses.

The nasties are fast and loose and you need all the skill you can muster to beat them.

The standard of Mega CD has been set. Doubters who dismissed the system based on the early releases should check out the Mega CD titles in this Review Zone to see the awesome future of video gaming. - TF.

REVIEW

# fast fax

PUBLISHER PRICE

~~\$29.99~~ ~~\$29.99~~

GRAPHICS



SOUND



PLAYABILITY



OVERALL

85%





# REVIEW

After the rabid media attention this game received some time back, Night Trap is actually one of the most exciting games to hit the Mega-CD yet.

You have to monitor the events in a house full of weird ghouls, a house where visitors have disappeared under strange circumstances. After five girls are about to arrive for the weekend, your job is to check all the rooms, monitoring the action and doing your darndest to protect the girls from the weird bugs who have invaded the house. You do this by watching real movie scenes as you go from room to room and triggering colour-coded traps. These codes can be changed by characters in the house as you have to listen in on conversations to know what the codes are.

There is an overall map of the house and the action happens in real time. So you can't clock off, you have to pay attention!

This is a very challenging game with the temptation to just sit back and watch scenes for a few minutes and do nothing at all!

Overall, a Mega-CD classic with some dynamic music and creepy sound effects.



## FAST FAX

PUBLISHER PRICE

~~54.99~~ 44.99

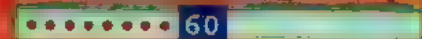
GRAPHICS



SOUND



PLAYABILITY



OVERALL

75%

Join the US Army's super elite combat chopper team The Steel Talons with this action-packed combat flight sim. Take the controls of your helicopter gunship and fly against enemy tanks, missiles, guns, jets, helicopters and more.

On offer are twelve missions involving different types of terrain, each one filled with a whole variety of hostiles. To set you up a training mode has you literally flying through hoops as you learn the relatively simple controls and weapon systems of the gunship. There's also a head-to-head mode for aerial combat - for those who like shaking things out of the air!

Not a bad combat sim at all. The 360-degree polygon graphics scroll around smoothly but lack the detail and depth of similar games, like WW Attack Choppers, for example. However, Steel Talons more than makes up for this deficit in the action stakes. Either flying through steep valleys or taking out multiple targets, there are very few quiet moments!

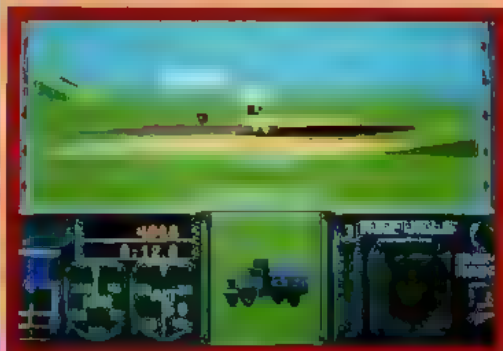
There's a strange lack of exterior views, usually associated with flight/combats sims. Steel Talons has a single zoom in/out feature that either gives you a pilot's-eye view or puts you behind the chopper in spotters plane mode. - RB

## STEEL TALONS

game type

ACTION

1 PLAYER



## FAST FAX

PUBLISHER PRICE

~~49.99~~ 39.99

GRAPHICS



SOUND



PLAYABILITY



OVERALL

80%





# Shinobi

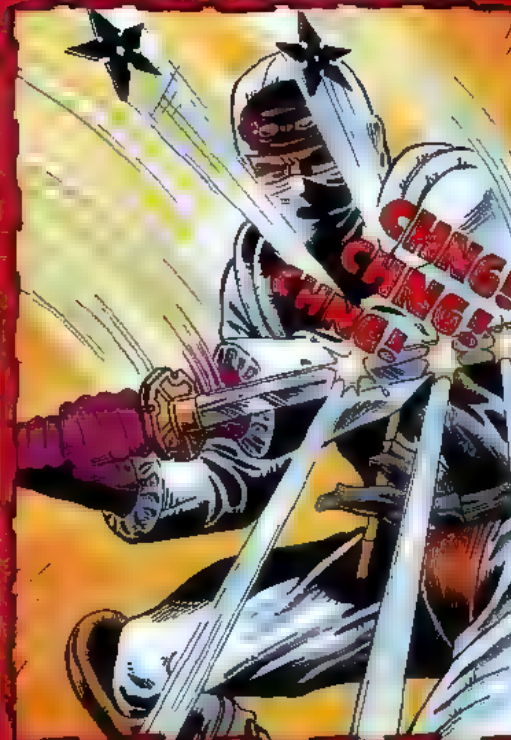
NIGHT IBAKARI  
PROVINCE, JAPAN

NINJA MASTER JOE MUSASHI  
HAS BREACHED THE STRONGHOLD  
OF THE NEO ZEED, A RENEGADE  
NINJA ORGANISATION WHO HAVE  
KIDNAPPED HIS LADY LOVE NAOKO

WHO ARE  
YOU? WHAT DO  
YOU WANT  
HERE?

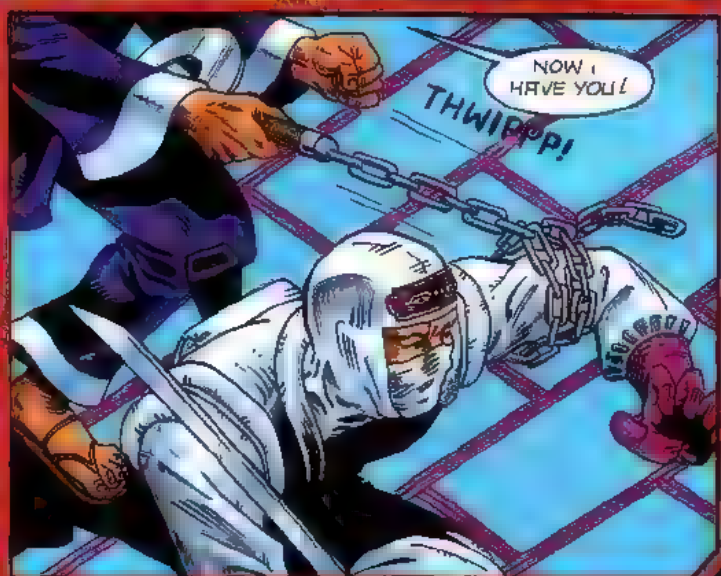
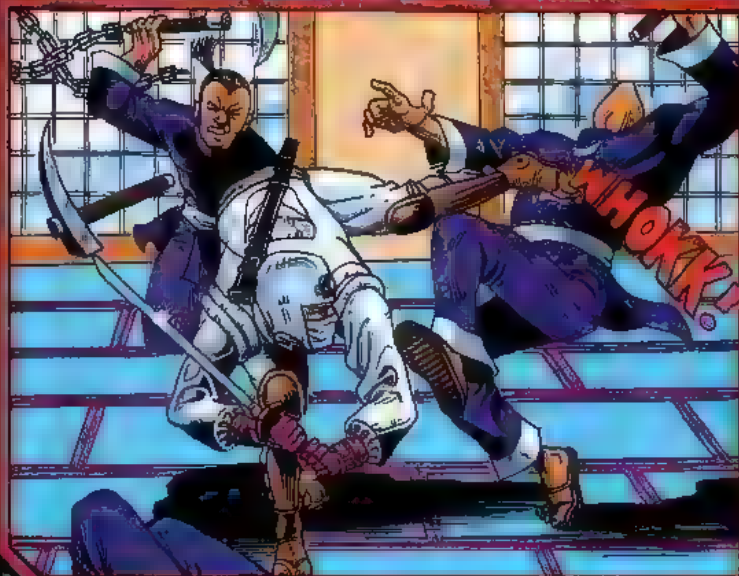
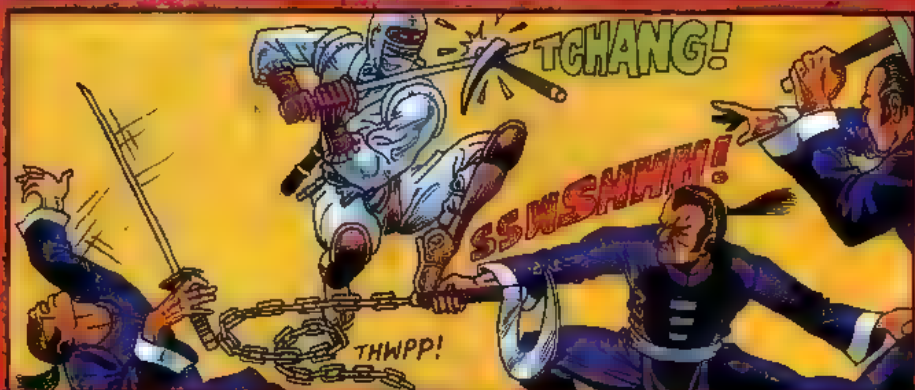
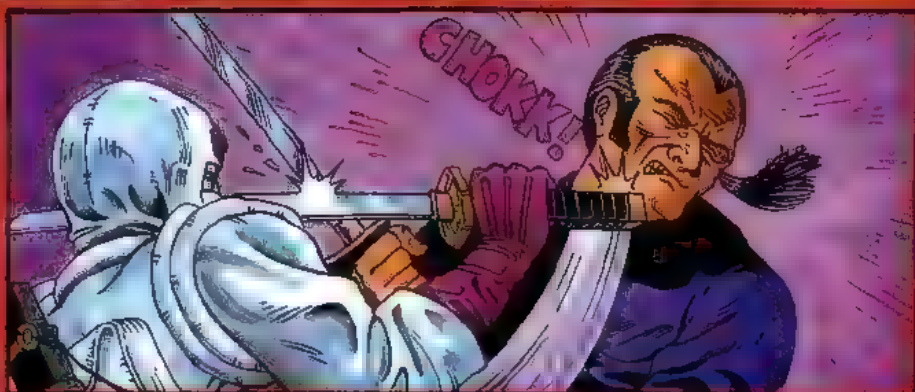
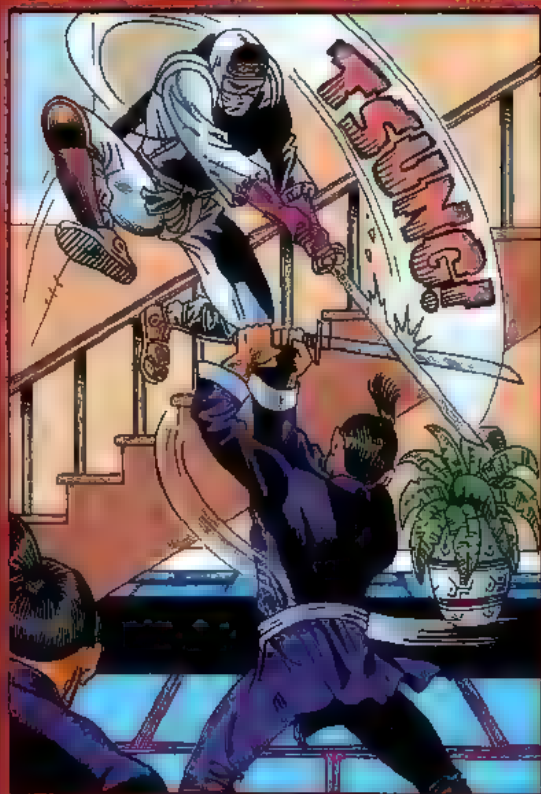
MY NAME  
IS MUSASHI THE  
NEO ZEED KILLED MY  
SENSEI. I HAVE COME  
FOR THE GIRL

FOOL!  
YOUR WOMAN IS  
NOT HERE  
KILL HIM!

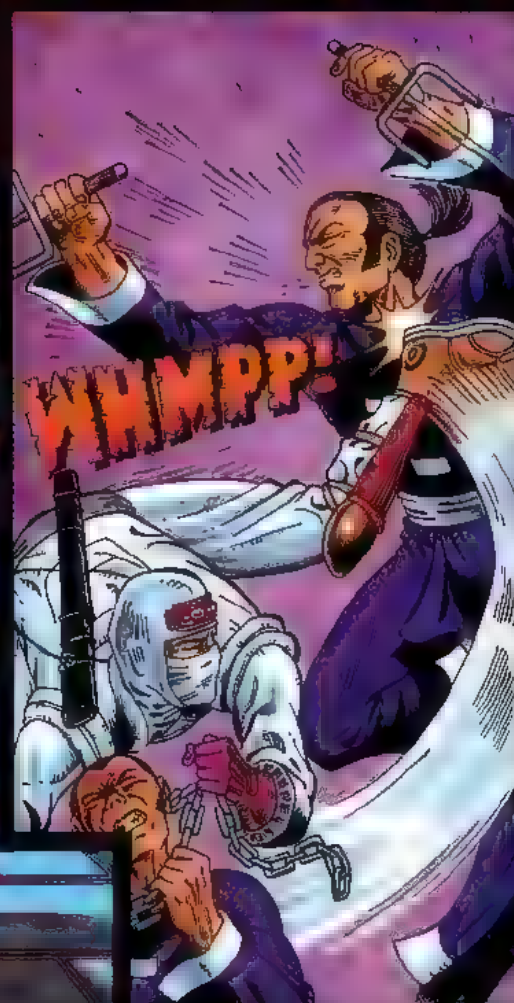
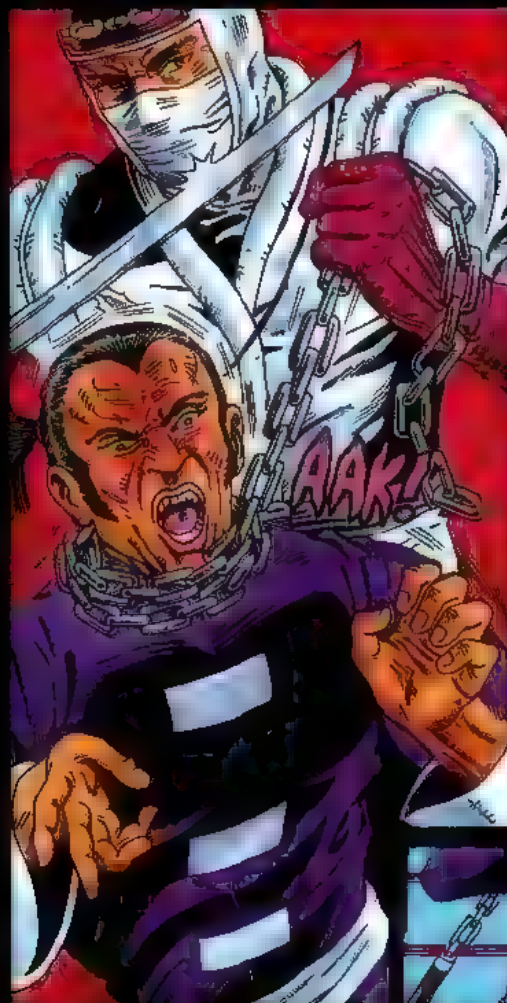
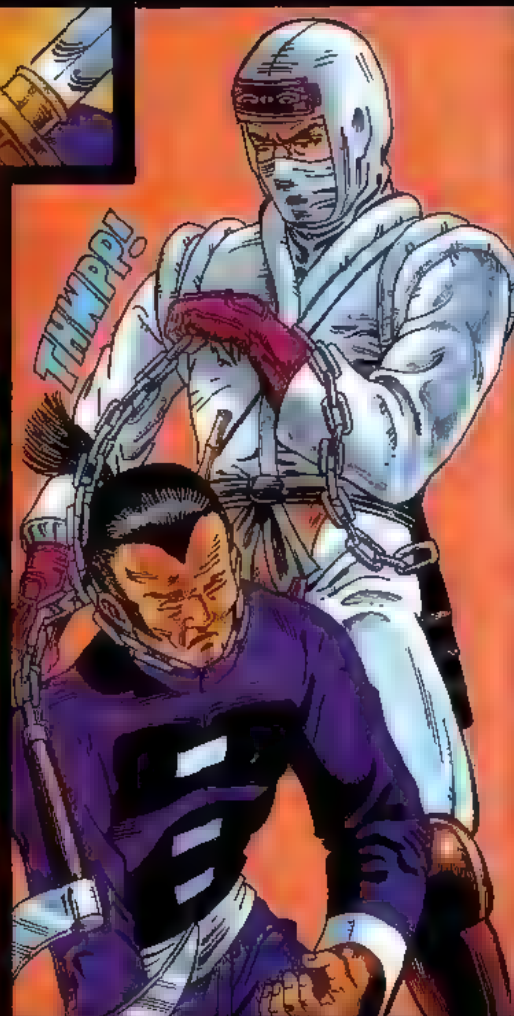


I HAVE NO  
QUARREL WITH YOU  
LEAVE BEFORE I AM  
FORCED TO HURT  
YOU

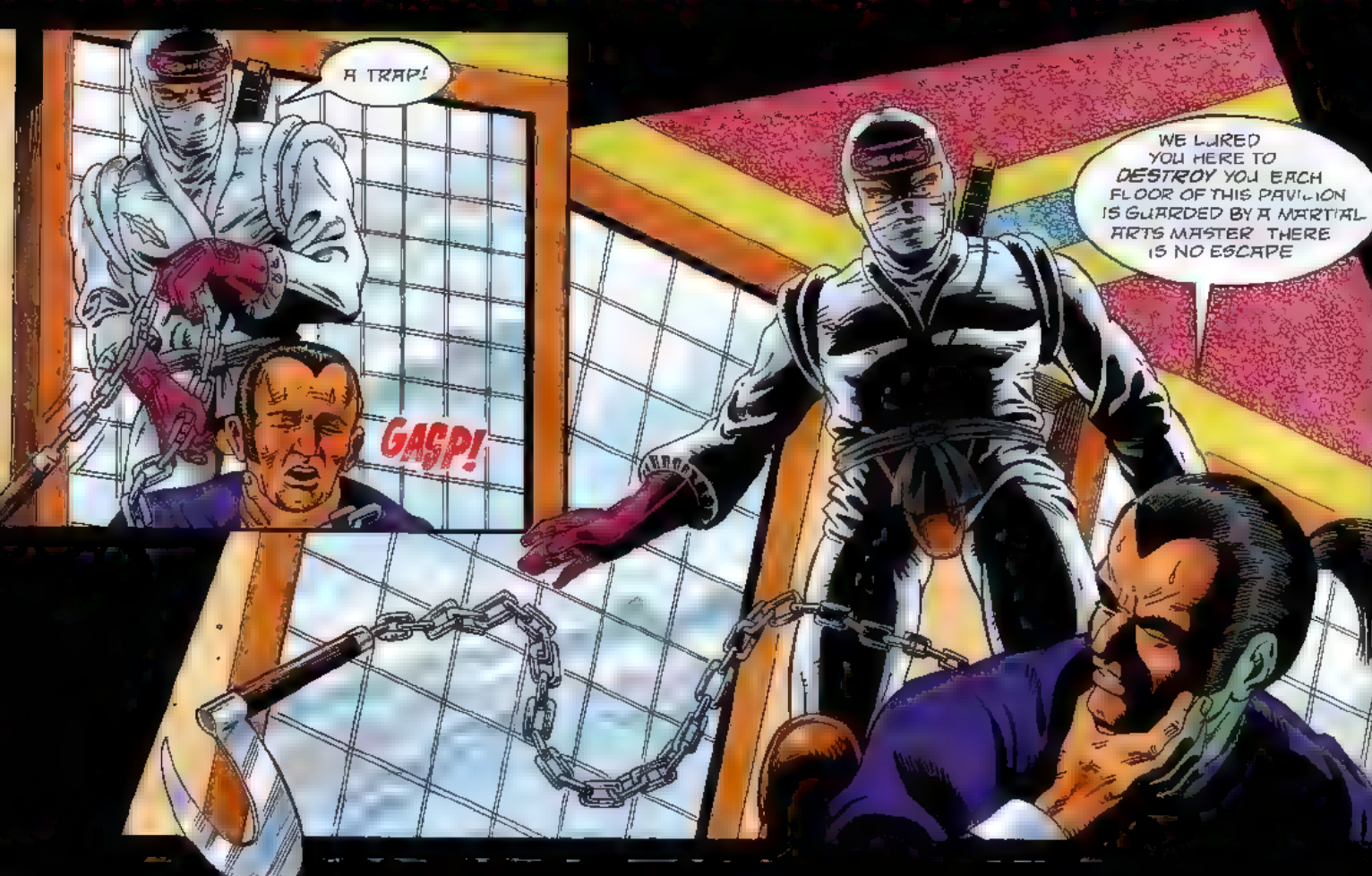
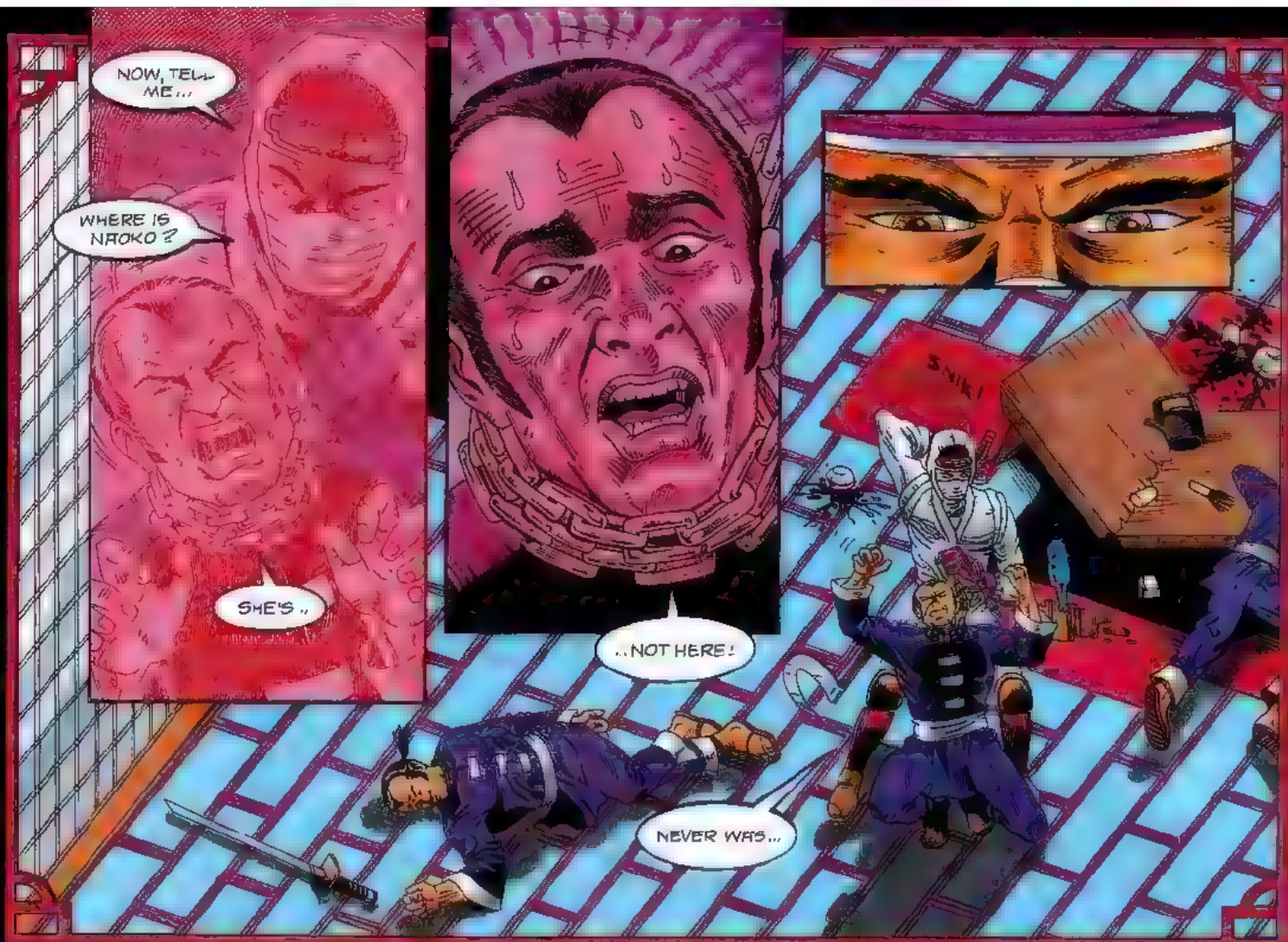






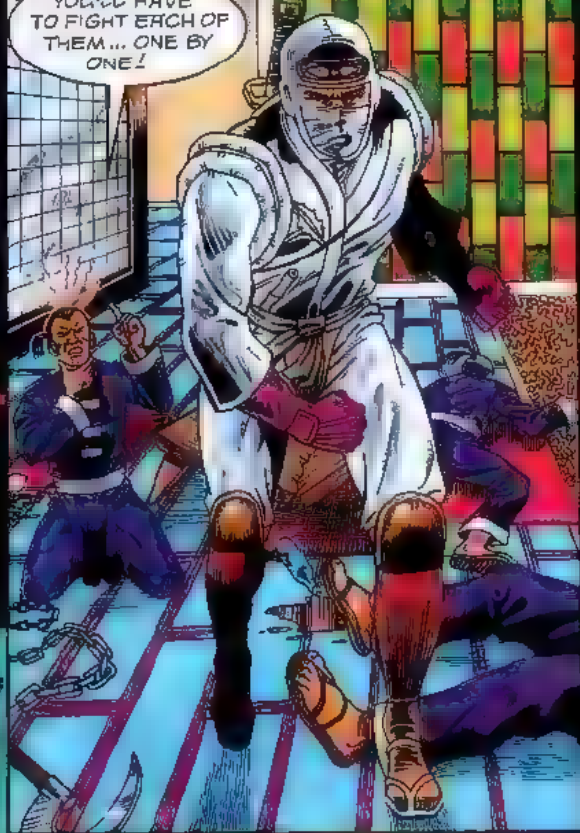








YOU'LL HAVE TO FIGHT EACH OF THEM... ONE BY ONE!



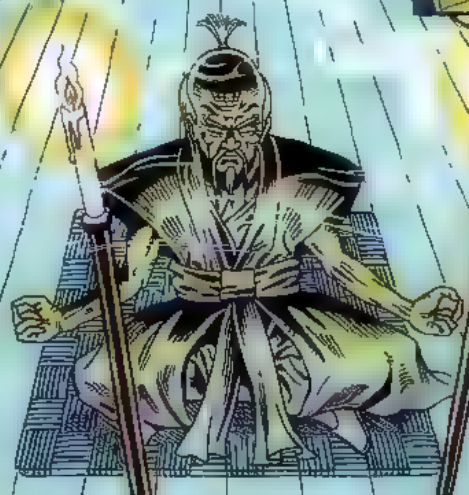
MUSASHI DESCENDS THE STAIRWELL TO THE NEXT LEVEL, HIS EYES TRAINED TO SEE PERFECTLY IN THE DARKNESS



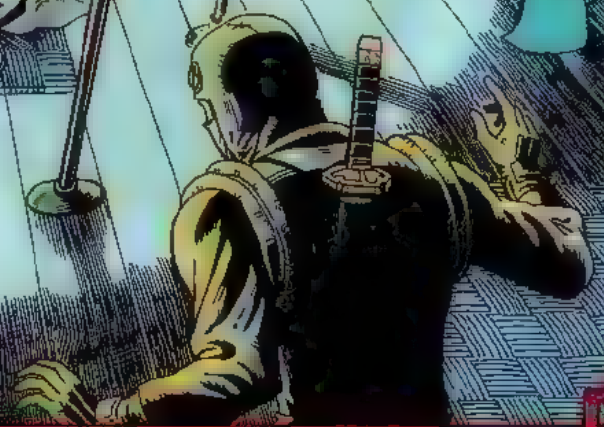
BUT EVEN MUSASHI'S EYES ARE UNPREPARED FOR THE SIGHT THAT GREET'S HIM AT THE BOTTOM OF THE STAIRS.



WELCOME MY SON I KNOW WHY YOU HAVE COME



NEXT ISSUE: SPIRITUAL COMFORT





Try-before-you buy scheme  
kicks off in video shops

## Taking Over Control

New Sega Mouse and 4-player controllers coming soon

Sega is determined to give you even better control over specialised games with the announcement of two new control devices.

The SEGA Mouse will open up a whole new world of adventure and RPG games on the Mega Drive and Mega CD. These games, which require precise control of characters, on-screen options and pull-down menus, have always been difficult to access with the standard Sega joystick. The new Mouse controller features two buttons mounted on the top and a rollerball underneath. Moving it around on a flat surface enables you to select on-screen items by pointing and clicking. A unique feature of the SEGA Mouse is that it can be turned upside down and used as a trackball like hand controller. The Mouse goes on sale in September and will cost £24.99.

The second device, called the MULTI-TAP, enables up to four players to be connected to a single joystick port on the Mega Drive. This has been designed for sports games like Soccer and Tennis, where several players can take part.

There is an option for a second MULTI-TAP to be connected to the Mega Drive's other joystick port - enabling a massive eight-player team to take part.

However, this is only possible on games that cater for up to eight players.

The Multi-tap also is available in September, price yet to be fixed.



Sega video games are now available to rent in 160 Blockbuster and Ritz video stores around the country. This means that getting hold of the latest hot Sega cart will be as easy as popping down to the video shop and forking over £2.

Blockbuster and Ritz stores will be stocking a wide range of Sega titles including mega-hits like SONIC THE HEDGEHOG, CASTLE OF ILUSION, LEMMINGS, GOLDEN AXE and many more. Around 250 titles are likely to be on the list.

Rental costs £2 per cart, this is for overnight only at present (so play fast!) and you have to be a Ritz or Blockbuster member. It is planned also to offer the games for sale later.

The scheme is, at the moment, only running in London, the South East and Scotland. However, it is hoped that all 800 Blockbuster and Ritz shops will be renting Sega games by later this summer.

## Catch it if you Can!

The Sega Bus is heading your way

They're on the road again and rolling towards you. What are? Sega's mega fun buses, that's what.

Jam-packed full of Sega games systems, games, prizes and goodies the three white and blue buses with Sonic on the side are visiting events and venues all over Britain this summer.

If you see one climb aboard (don't forget to say SONIC THE Comic sent you). Downstairs you can take control of Jaguar X.220 on the awesome new Mega CD or pit your wits against a whole range of the best Mega Drive games from Ecco The Dolphin to Road Rash II.

Upstairs you could win exclusive Sega goodies, sunglasses, baseball caps and T-shirts. There are freebies and spot prizes for everyone in the official JK Sega Challenge - the search to find the ultimate Sega player.

STC will be keeping up with the progress of the buses by letting you know in each issue where they will be during the next two weeks. So, if you live or are on holiday in any of the following places, look out for the Sega Bus!

## Where to Catch the Sega Bus

11TH & 27TH JUNE

Brands Hatch, Kent: BTCC - 12TH & 13TH JUNE

Wadebridge, Cornwall: Royal Cornwall Show - 11TH & 12TH JUNE

Sunderland: Seaburn Show, Seaburn Recreation Ground - 12TH & 13TH JUNE

Perranporth, Cornwall: Perran Sands Holiday Centre - 13TH JUNE

Biggin Hill, Kent: International Air Fair - 18TH & 19TH JUNE

Bristol: Bristol Motor Show, Durdham Downs - 19TH & 20TH JUNE

Rotherham: Rotherham Tattoo, Herringthorpe Leisure Complex - 19TH & 20TH JUNE

London: Wandsworth Show,

Tooting Bec Common

- 26TH & 27TH JUNE

Uxbridge: Middlesex Show

- 26TH & 27TH JUNE

Stockport, Cheshire:

Woodford Air Show

- 26TH JUNE

Scarborough: Cayton Bay

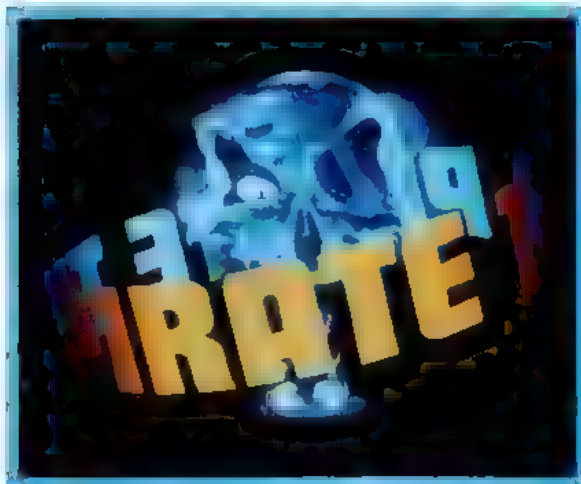
Holiday Centre - 26TH & 27TH JUNE





# Pirate TV Storms the Airwaves

Sega's mega-million pound ad makes records



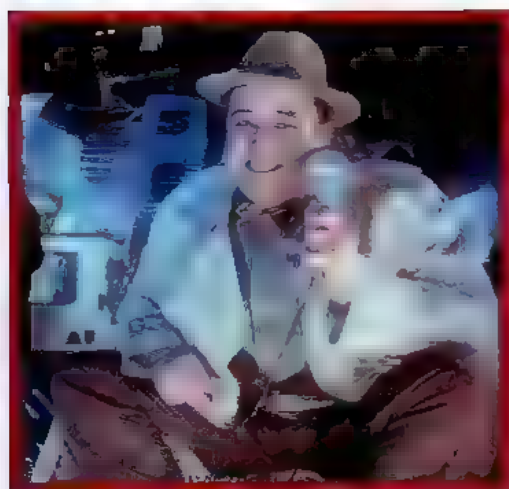
Pirate TV's ad clearing record.

You've seen it. You've oohed, you've aahed, you've been gob-smacked! Sega's £1 million plus Pirate TV television ad for the Mega CD has wowed the nation and gone straight into the record books.

At two and a half minutes long it is the longest single TV ad ever shown and has gained a place in the Guinness Book of Records.

The TV ad, just part of the whole Pirate TV campaign, which also included posters, press ads and such totally fictitious products as A La Kat cat food and Ecco washing

powder (who thought those were real?), was designed to be revolutionary and still in keeping with Sega's 'street cred' image. It's a stunning feast of eye-popping visuals, including a 'mini-remake' of



(Above) Actor Steve O'Donnell, your Pirate TV host. (Below) Would you buy a Mega CD from the woman?



the war movie Apocalypse Now actually made on location in Thailand. The ad stars actor Steve O'Donnell, the 'demon barber' from Sega's earlier TV ad campaign.

Keep an eye out for bits of the ad cut down into 60 second chunks, being used to advertise other Sega software during the rest of the year.

## Short Bursts

BENN FIGHTS ALI



Called on the fight that could never happen, Nigel Benn, the most explosive boxer of recent years, took on Muhammad Ali, Heavyweight World Champion of a generation ago, in the boxing ring, recently. The electronic boxing ring!

The Dark Destroyer teamed up with The Greatest as they annihilated opponent after opponent in Virgin's upcoming Mega Drive release MUHAMMAD ALI'S HEAVYWEIGHT BOXING. It was a bit of a one-sided fight. Nigel was the one controlling the action.

Benn, a keen Mega Drive player, found his going tough against the champion.

I took a few good shots but in the end, my opponent, the champion, is a post fight interview.

See how long you can last against the Heavyweight Champion. Buy now, due out for the Mega Drive in July, price £39.99.

## STRIKE EAGLE COMING IN FAST



Strike Eagle, the classic computer flight sim, is due for release on the Mega Drive this September. Apart from being a great flight sim it also marks MicroProse's entry into the Sega market.

If P-15 STRIKE EAGLE II is half as good as its computer game, it will be a cart that will fly off the shelves!

## TOASTED SONIC

We all know Sonic is a hot character, but two teenagers, Wayne and James Turner, found out just how hot he is last month.

While engrossed in playing Sonic, The Hedgehog they forgot a piece of toast they had left under the grill. The resulting fire caused £15,000 worth of damage to their house in North Tidworth, Wiltshire?

Wayne and James escaped the inferno unscathed. Hey, guys - next time hit the pause button!

## GAMES GO CHEAP

In a move to help ease the strain of high game prices, Sega have re-released 40 titles for £19.99 each, many of them chart-topping classics.

GOLDEN AXE II, REVENGE OF SHMON (STC superstars both!), TOE JAM & EARL, STRIDER and JOE MONTANA FOOTBALL are just some of the games now effectively going for half-price. Well worth a place in any decent collection.





# The Legend of the GOLDEN AXE



## Citadel of Dead Souls

Part 2

TO BRING LIFE BACK TO THE EVIL  
EMPEROR DARK GULD, THE SORCERER  
BLACKSPELL PLANS TO SACRIFICE  
TYRIS-FLARE AND GILIUS-  
THUNDERHEAD. FOR THE MOMENT  
THEY ARE HIS PRISONERS IN  
THE CITADEL OF DEAD SOULS...

GO AND ROT  
IN THE DUNGEONS  
AMAZON!

HEY, RIGIA  
YOU PLAN TO LEAVE  
ME HANGIN' AROUND  
LIKE THIS?

BE  
SILENT,  
DWARF!

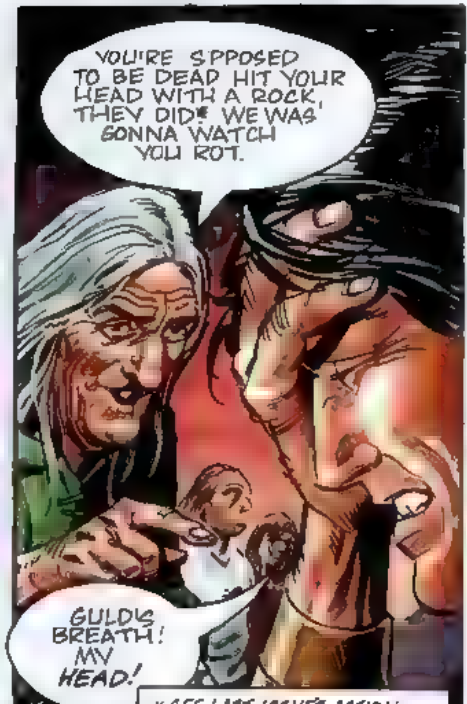
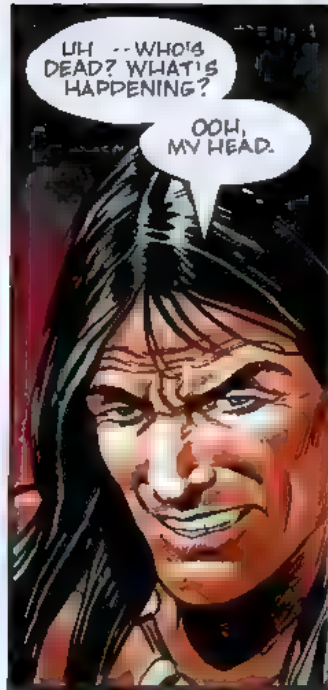
HI TYRIS  
NICE OF YOU TO  
DROP BY

CHAIN HER  
WELL, RIGIA MORTUIS  
HER FANCY MOVES WILL  
DO HER NO GOOD  
IN HERE

CHARMING  
PLACE. SERVICE  
IS LOUSY TOO!



MEANWHILE, IN THE VILLAGE MARKET PLACE...



\* SEE LAST ISSUE'S ACTION-PACKED EPISODE - *Magedroid*.

AS DUSK FALLS...

'S NOT FAR. YOU'LL BE AT THE RUINS BY MORNING. BLACKSPELL LIVES THERE IN HIS CITY-DOLL OF DEAD SOWS.

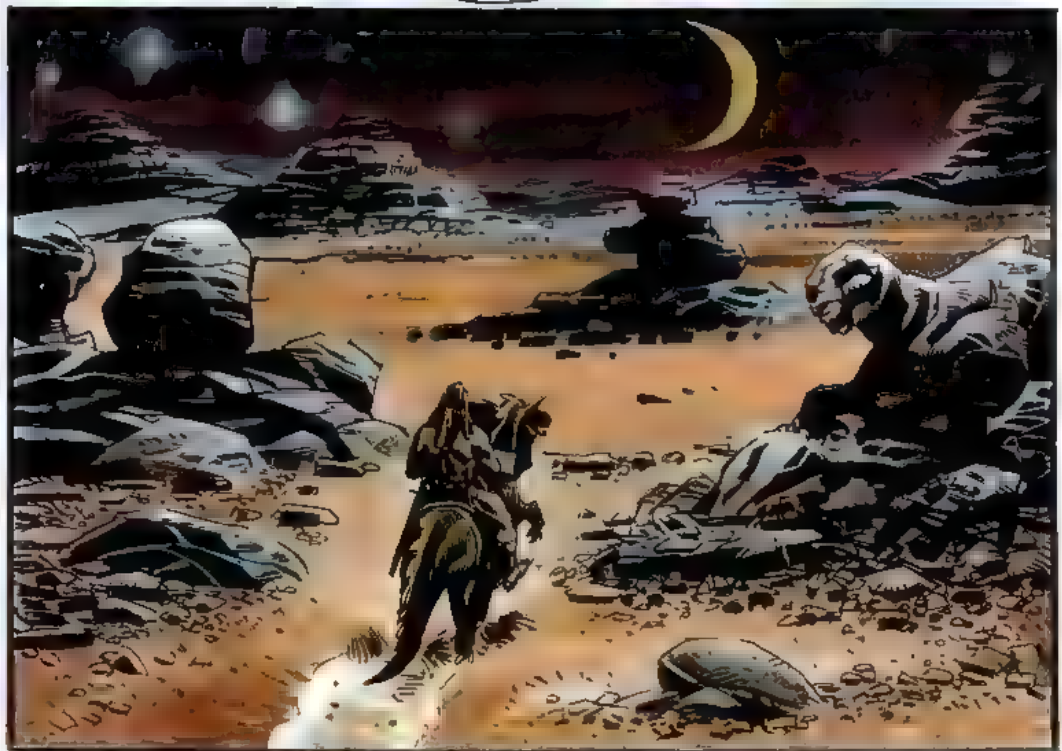
THANKS, OLD CRONE. HERE'S A COIN FOR YOUR TROUBLES.

PAH. COIN DON'T ROT. ONLY FLESH ROT. REAL GOOD

MY FRIENDS -- WHERE ARE THEY?

BLACKSPELL'S CREATURES TOOK 'EM. ROTTING IN HIS DUNGEONS NOW, THEY WILL BE.

WIZARD'S KNOW A FING OR TWO 'BOUT ROTTIN'!





DAWN'S LIGHT REVEALED  
THE RUINED CITY OF  
AUROPOLIS...

...AT ITS CENTRE,  
THE CITADEL OF  
DEAD SOULS.

CREEPY PLACE,  
HUH, FELLA?

WE TAKE IT  
REAL CAREFUL FROM  
HERE---

GULD!

KKRUNCH!

HIDDEN RIVER!  
A CREATURE'S GOT MY  
BIZARRIAN!

BEENCH!

SSHUCKENK!

TOO LATE TO  
SAVE IT - BUT THIS  
MUCK DWELLER AIN'T  
GETTING ME AS  
WELL!

AX-BATTLER FOLLOWED  
THE UNDERGROUND RIVER

PHEW, WHAT  
A STINK! MUST  
BE THE MAIN SEWER  
AS WELL!







BLACKSPELL'S SANCTUARY,  
DEEP WITHIN THE CITADEL

RIGIA GO AND  
FETCH THAT STUPID  
BARBARIAN FROM  
THE CATACOMBS

WHERE ARE  
YOU? COME BACK  
AND FIGHT!

USE  
THIS ON  
HIM

THE STENCH  
FROM THAT SHAFT-  
IT CAN ONLY BE  
HUMAN!

SSSS!

WHERE'S  
THAT SORCERER?  
I'LL HAVE HIM!

WHA-?  
NO!

GRRRR!

NEXT ISSUE: CORPSELANDS GATES!



# Q Zone

Q is for Query.  
Q is for Quandary.  
Enter the Q Zone  
for hints, tips and  
help with your  
favourite Sega  
Games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

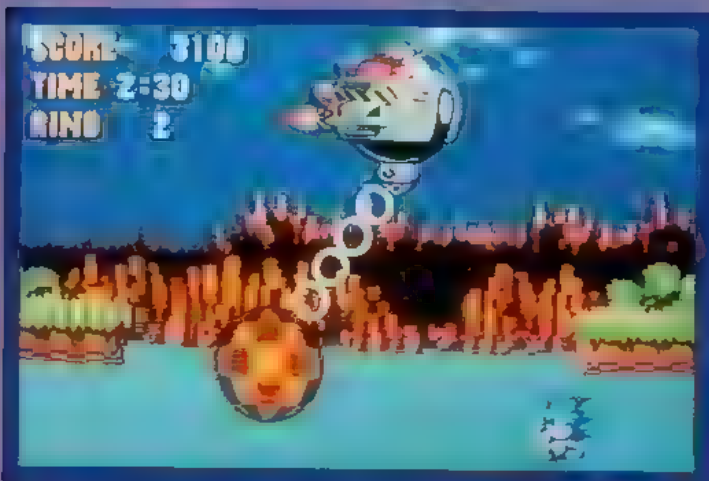
Our regular service will begin very soon. Meantime, here are a selection of hints and tips to keep you hassle free and game friendly!

## SONIC THE HEDGEHOG 2



Yes it's time once again to tell you about a cheat for this totally unknown game about an animal that is more acrobatic than a Kangaroo.

• **Level Select:** When the Sega logo disappears press UP, LEFT and both buttons on the joypad in port 2 and count to twelve slowly. Now hold down UP and RIGHT and count to five. Now press UP, LEFT and the two buttons again. When Robotnik goes off the top right of the oval press UP and RIGHT until both Sonic and Tails appear. Plug your joypad into port 1, press button 2 and a level select cheat will appear.



NB, the above pic is taken from a Mega Drive

## Tips

## MICKEY & DONALD IN WORLD OF ILLUSIONS

## Codes



This is a great game for younger players as it contains the two most famous Disney characters, Mickey and Donald. It's an above-average platform game, although many will find it easy to complete. Below are all the passwords for each level-

### Passwords for Mickey Mouse

FOREST	Mickey, Goofy, Daisy, Pluto.
CLOUDS	Cow, Daisy, Goofy, Donald, Mickey.
UNDERWATER	Goofy, Pluto, Donald, Mickey.
LIBRARY	Daisy, Donald, Pluto, Cow.
MAGIC BOX	Donald, Cow, Goofy, Pluto.

### Passwords for Donald Duck

FOREST	Goofy, Mickey, Daisy, Pluto.
CLOUDS	Pluto, Donald, Cow, Mickey.
UNDERWATER	Cow, Goofy, Daisy, Pluto.
LIBRARY	Daisy, Donald, Goofy, Pluto.
MAGIC BOX	Pluto, Goofy, Cow, Donald.

The above names all refer to the playing cards seen on the selection screen.

## WONDER BOY 3 THE DRAGON'S TRAP

## Tips

Below are several passwords for the game.



Human	WEST ONE 0000 000
Lizardman	THC3 YN4 DEAU XU7
Mouseman	6CR7 N74 8Y3A U60
Piranhaman	5J WC4 DE4U R5H
Lionman	THC3 YTT DE4U RVM
Hawkman	5JWP WCP 9E37 XKN

The Human code will also give you infinite money.

- 1/ Enter the password WEST ONE 0000 000.
- 2/ From the village go between the two trees and go right until you come to a door. Enter this and go to the grey block and hit it with your sword.
- 3/ Collect the white question mark which jumps out and a secret door will appear.
- 4/ Go through and you will land on a pad which will change you into a different creature. Jump in the air until you become a Lionman.
- 5/ Go back through the door and push UP next to the grey block. You will enter a secret room.
- 6/ Select the Thunderbolt with button 2.
- 7/ Go through the door to fight the Dragon King. Thunderbolt him to death, collect the blue cross he drops and, yippee, you have completed the game!



## LEMMINGS



These little creatures can be really difficult to control, which can prove frustrating when you are trying to get on in the later levels. However, here are 30 codes for the FUN MODE.

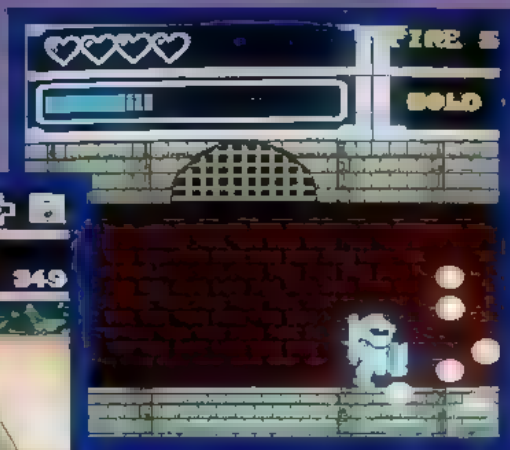
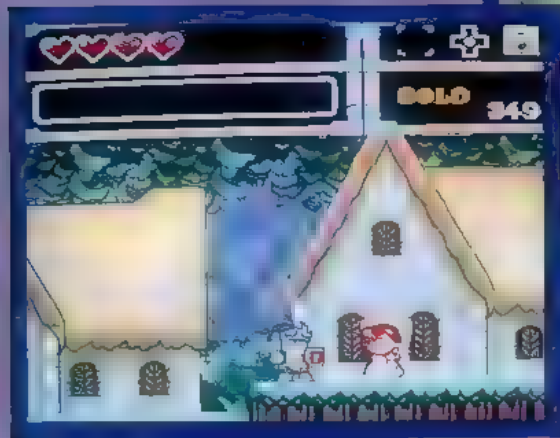
NRHGY	NMHOU	DRHGY
JIFXM	TIFXM	JNFPQ
PMNOU	PMHOU	FRHGY
LIFXM	HHPQQ	ZOFWM
HMHOU	DLHHY	VSHNU
ZGFQQ	ROPWM	BPFWM
VKHHY	NSHNU	XSHNU
BHFQQ	TOPWM	PNFPQ
XKHHY	PSHNU	LRHGY
RIFXM	HNPPQ	RNFPQ

## WONDER BOY



This series of games has been extremely successful, with even more Wonder Boy games than there are Hedgehog ones. Most of them are a great challenge, and can prove to be too difficult. Here is some help.

- **Level Select:** Press button 1 three times on the title screen, button 2 twice and then hold both together. Press UP to skip to the next level.



## ECCO THE DOLPHIN



The game that has everything; music that matches the action perfectly and a Dolphin more friendly than Flipper! He faces great dangers but the following cheats should help you complete the game easily.

- **Infinite energy and air:** Go to the level description screen and press A, B, C and START together.

After you have completed level One it is possible to get infinite dolphins. Wait until the password screen appears then hold down START and A. When the game starts it will be paused, pressing START will unpaue the game.

Enter STARFISH on the password screen and press START. You will enter the game from the Undercaves level with infinite Oxygen.

## Codes



- **Level Select:** To get to further

levels on the Master System version press buttons 1 and 2. Then rotate the D-Pad until you hear a ping. This will take around 20 rotations. Now go to the level change box on the title screen to select a level. Go to the NEW LEVEL box and a screen appears, press button 2 to leave the screen.

## Tips



Got a Game Genie (if not, why not)? Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hebbles for supplying the Game Genie codes

## SONIC THE HEDGEHOG 2

More codes for that game featuring a speedy blue hedgehog - sounds hot, watch for it!

Level select (A and Start on title screen)	RE8AA60W
Jump slightly higher	FVVTCAE2
Jump a lot higher	EBVTCAE2
Rocket jump!	CBVTCAE2
Sonic doesn't lose rings when hit	ATTTC4W
Tails doesn't lose rings when hit	ATTTC45G
Start with 2 Chaos Emeralds	AOZTCACA
Start with 5 Chaos Emeralds	ALZTCACA
Go straight to the end sequence	GJ8AAA4G

Want any codes to make the game tougher? Drop a line to Magadroid

## ROLO TO THE RESCUE

The cute-looking game with the mega-challenging gameplay. With these codes you need never suffer from mice up your trunk again!

MASTER CODE - MUST BE ENTERED	R19TR60L
Start with 10 lives	BFVTAAC
Start with 100 lives	NPVTAAC
Invincibility	ACLAAAGJ
Always have key	RGYAA616
Bogus jump	AB6TBAHN
Super jump	AB6TAA1N
Invincible, infinite lives and see whole map!	DJ8AADYE

\*Note: With this code the game will reset the first time you start it - when the title screen comes back, turn the Game Genie off and leave turned off.

## THUNDERFORCE IV

One of the toughest games of the Sega UK Championship, now made easy with the aid of a few codes.

MASTER CODE - MUST BE ENTERED (3 parts)	AA8TAA5J+
	AJTA20+
	RZMTA5YW
Invincibility	A25TAA8T
Infinite lives	AKWTAABR
Start with 8 lives	A9BAAAF
Start with 21 lives	CX8AAAF
One-up worth 2 lives	S8VABJZ6
One-up worth 4 lives	S8VABTZ6

© 2000 Game Genie  
Guru: David Gibson



SHION THE WONDER BOY HAD RID MONSTER WORLD OF MONSTERS\*. HOWEVER, IT WAS STILL A FAR FROM PEACEFUL PLACE.

# WONDER BOY

DEMON WORLD

part 1

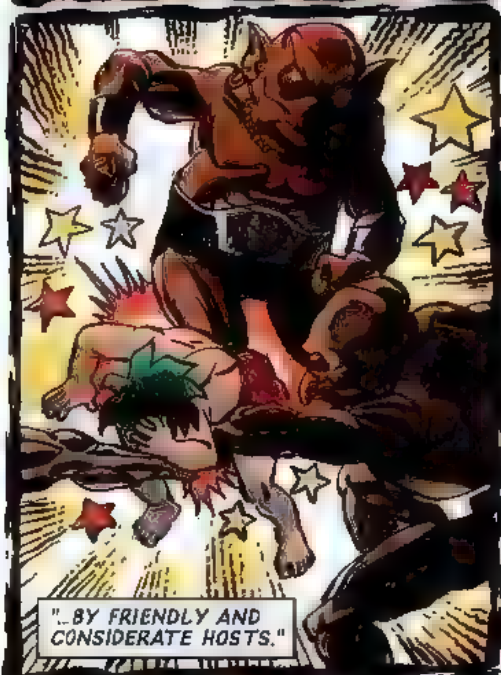
GRRARRR!

BLAZES!  
A  
DEMON!

\*AS SEEN IN THE GAME WONDER BOY  
IN MONSTER WORLD Megadroid.













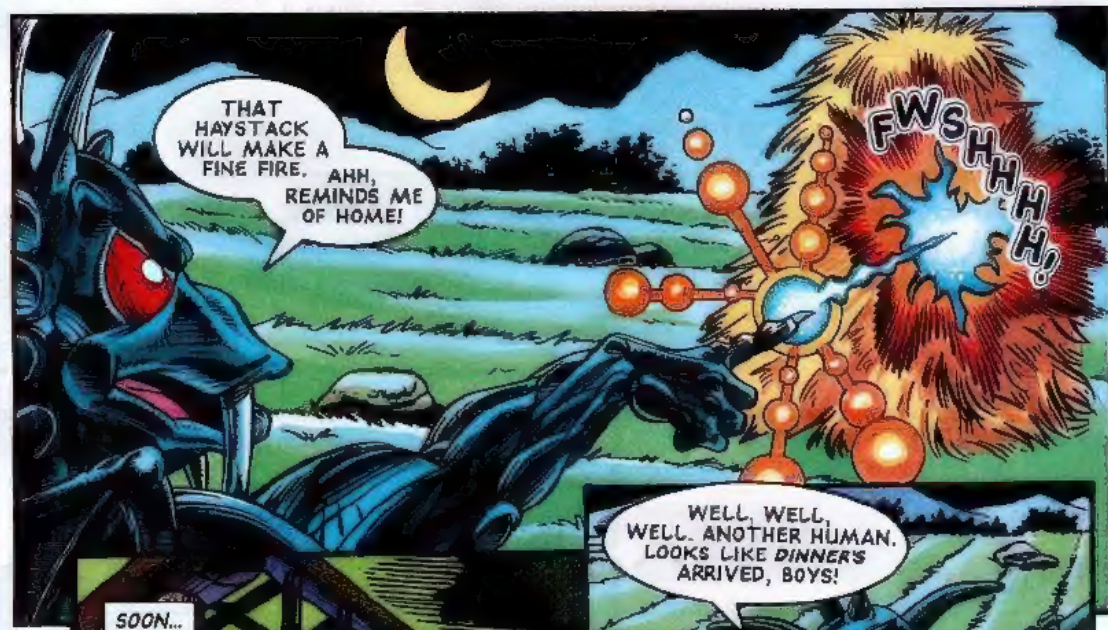


LATER THAT NIGHT,  
ON THE COAST ROAD.

ROUND UP  
THOSE WAGONS.  
VASSALS! WE CAMP IN  
THAT FIELD.



THE  
VILLAGERS.  
AT LEAST  
THEY'RE STILL  
ALIVE.  
DEMONS  
LOOK LIKE TROUBLE,  
THOUGH. BETTER  
STAY HIDDEN FOR  
A WHILE.

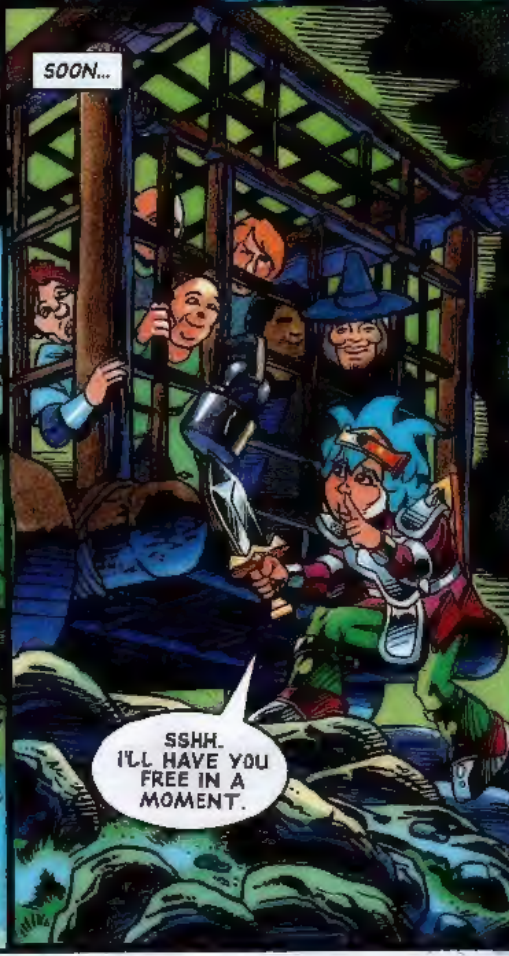


THAT  
HAYSTACK  
WILL MAKE A  
FINE FIRE. AHH,  
REMINDS ME  
OF HOME!

FWSHHHH!



YOOP!  
WRONG PLACE  
TO HIDE!



SOON...

SSH.  
I'LL HAVE YOU  
FREE IN A  
MOMENT.



WELL, WELL,  
WELL. ANOTHER HUMAN.  
LOOKS LIKE DINNER'S  
ARRIVED, BOYS!

UH OH...



# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:  
Speedlines, Sonic The Comic,  
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!



## All about Sonic

Dear Sonic The Comic,

Please can you tell me why Sonic is blue, how old he is, and any other information about Sonic, because I think he's ace!

KIM ANAND, SOUTHPORT, CHESHIRE. AGE 8.  
SONIC BADGE WINNER.



I think he's ace, too, Kim. Pity he never stays around for long enough for a chat.

As for Sonic's origins and more information about him, keep your eyes on the Sonic story in every issue of STC. We're going to be revealing his origin, Robotnik's origin and a whole lot more you've not even asked about!

Major things will be happening in Sonic's world very soon. Keep on reading STC to find out *exactly* what!



PICTURE BY SALLY MANSON, SISTER OF DAVID.  
SONIC BADGE WINNER.

## My mum's a Pushover!

Dear Sonic The Comic,

What a comic! There's something for everyone in it. My little sister has drawn the enclosed pic of Ecco and his friends; I very generously gave her some of the stickers, which were great by the way. I loved the Shikoi story, especially the drawings; so much action and adventure.

I'd like a Mega Drive for my birthday and I've shown your comic to my mum and even she approves, so it can't be bad! She says it's not such an 'assault on the eyes,' so you never know, you might just be responsible for the best birthday present ever!

In the meantime, lots more tips and hints, please!

DAVID MANSON, BRISTOL. AGE 10.  
GG OWNER. SONIC BADGE WINNER.



Lucky little Boomer, aren't you?  
I slave night and day on this comic and those boring games in charge won't even let me have a Mega Drive...

## A last Request

Dear Megadroid,

Suggestion: Can you make DECAAttack into a comic story?

ROBIN DEWART, SOUTHAMPTON. AGE 12. MD OWNER. SONIC BADGE WINNER.



Response: Yes we can; watch this space. There's a badge in the post for you, Robin.



DRAWN BY WESLEY GRAY, SOUTH WALES. AGE 6. MS OWNER.  
SONIC BADGE WINNER.

## Penpal Corner

Dear Sonic The Comic,

I'd like to reply to the very dubious letter from a 'Mr Oldfash' (?) in your first issue.

Don't you have anything better to do with your time than write stupid letters about things you obviously know nothing about?

Computers are the way forward and computer games are surely better than watching violence (and other mindless rubbish) on TV. The games also help develop reflex actions and concentration skills, not to mention that they keep young people off the streets!

There's nothing wrong with a little progression; we can't really expect our children to read 'The Famous Five' any more, can we?

MRS TING (CONCERNED MUM), SOUTH LONDON. SONIC BADGE WINNER.

## Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!





# NEXT ISSUE

MAXIMUM  
OVERLOAD!

FREE!

GIANT-SIZED DOUBLE-SIDED POSTER  
starring

## SONIC THE HEDGEHOG!

- only in SONIC THE COMIC No. 3!

4

MEGA-THRILLING COMIC STRIPS!

### SONIC THE HEDGEHOG

Trapped in the Marble Zone!

### SHINOBI

Between Musashi and the next  
level - the Mortal Monk!

### LEGEND OF THE GOLDEN AXE

Meet the chain gang -  
Ax, Tyris and Gilius!

### WONDER BOY

Shion takes on the Demon forces!

PLUS!

The final part of The  
Grand Opening Compot

AND

The latest news, reviews,  
charts and more!

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COMIC No. 3

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RUN, DO NOT  
WALK, TO MAKE  
SURE OF YOUR  
ORDER NOW!

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

### WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

### HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

### GAME INTO STRIP

What SEGA game would you like to see  
as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

### MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 2  
OF STC?

%